Page 7 of 17

Marked-Up Copy of Claim 1

- 1. (Twice Amended) A method of creating a graphical human-machine interface, comprising the steps of:
 - (a) providing a computer using a first operating system;
 - (b) providing a <u>handheld</u> portable computing device in communication with the computer, the <u>handheld</u> portable computing device using a second operating system that is less capable than the first operating system;
 - (c) generating on the computer a software object that provides a graphical human-machine interface when operating on the handheld portable computing device, the interface being adapted to control at least one parameter of a process; and
 - (d) transferring the software object from the computer to the <u>handheld</u> portable computing device.

Page 8 of 17

Marked-Up Copy of Claim 2

2. (Twice Amended) The method of claim 1 further comprising, after step (c), the step of simulating on the computer the operation of the software object on the <u>handheld</u> portable computing device.

Page 9 of 17

Marked-Up Copy of Claim 3

3. (Twice Amended) The method of claim 1 further comprising the steps of:

- (a) operating the software object to provide the graphical human-machine interface on the <u>handheld</u> portable computing device; and
- (b) transmitting information between the computer and the <u>handheld</u> portable computing device.

Page 10 of 17

Marked-Up Copy of Claim 5

5. (Twice Amended) The method of claim 1 wherein step (c) comprises generating on the computer the software object which is processor-independent; and wherein step (c) further comprises providing a run-time engine specific to a selected processor present on the handheld portable computing device.

USSN: 09/478,775 Page 11 of 17

Marked-Up Copy of Claim 8

- 8. (Twice Amended) A computer program recorded on a machine-readable medium, comprising:
 - (a) a module that operates on a computer to allow a user of the computer to generate a software object that provides a graphical human-machine interface when operating on a <a href="https://handheld.normal
 - (b) a module that operates on the computer to simulate the operation of the software object on the <u>handheld</u> portable computing device; and
 - (c) a module that operates on the computer to transfer the software object from the computer to the <u>handheld</u> portable computing device.

Page 12 of 17

Marked-Up Copy of Claim 9

9. (Amended) The computer program of claim 8, further comprising:

a module that operates on the computer to transfer, between the computer and the

handheld portable computing device, information related to the operation of the

human-machine interface.

Page 13 of 17

Marked-Up Copy of Claim 14

14. (Twice Amended) A method of controlling a process, comprising the steps of:

- (a) providing a computer using a first operating system;
- (b) providing a <u>handheld</u> portable computing device in communication with the computer, the <u>handheld</u> portable computing device using a second operating system that is less capable than the first operating system;
- (c) providing a software object that provides a graphical human-machine interface when operating on the <u>handheld</u> portable computing device, the software object generated on the computer;
- (d) operating the software object on the handheld portable computing device to provide the graphical human-machine interface on the handheld portable computing device; and
- (e) exchanging information between the computer and the <u>handheld</u> portable computing device, so as to control at least one parameter of a process.

Page 14 of 17

Marked-Up Copy of Claim 15

15. (Twice Amended) The method of claim 14 wherein step (d) comprises operating the software object on the <u>handheld</u> portable computing device to display both graphical information and alphanumeric information.